

Appl. No. 10/650,161  
Amtd. dated September 3, 2004  
Reply to Office action of June 3, 2004

### **Amendments to the Claims:**

Please amend claims 1 and 17 as shown in the claim listing below. All pending and withdrawn claims are listed below. This listing of claims will replace all prior versions, and listings, of claims in the application.

### **Listing of Claims:**

1. (currently amended) A method of playing a wagering game comprising:
  - accepting one or more high or low wagers;
  - allowing a player to roll two or more dice ~~[[one]]~~ two or more times; and
  - resolving said high and low wagers, said high wager being won if each of the two or more individual rolls are higher than a pre-established value and said low wager being won if each of the two or more individual rolls are lower than the pre-established value.
2. (original) The method claim 1 further comprising accepting a wager on a single roll of the dice having a sum equal to the pre-established value.
3. (original) The method of claim 1 wherein payouts associated with winning high and low wagers are greater when each of two or more rolls has the same sum.
4. (original) The method of claim 1 further comprising displaying a record of the sums of each dice roll.
5. (original) The method of claim 1 wherein two six-sided dice are rolled and the pre-established value is seven.
6. (original) The method of claim 1 wherein the dice are rolled on a craps table having a modified gaming table layout.
7. (original) The method of claim 6 further comprising moving said high or low wagers to a

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number index on said layout in response to a first roll higher than the pre-established value or lower than the pre-established value, respectively.

8. (original) The method of claim 1 wherein two dice are rolled and further accepting single roll wagers on number combinations of seven and eleven, two and three and eleven and twelve.

9. (original) A method of playing a wagering game comprising:

accepting high or low wagers;

allowing a player to roll two dice two consecutive times;

resolving said high and low wagers, said high wager being won if the first roll and the second roll are each higher than seven and said low wager being won if the first roll and the second roll are each lower than seven.

10. (original) The method of claim 9 wherein payouts associated with the high and low wagers are increased in the event the two winning rolls of the dice have the same sum.

11. (original) The method of claim 9 further comprising accepting and resolving wagers based on single rolls of the dice.

12. (original) A wagering game comprising:

a gaming table having a table layout;

multiple dice; and

a high and low wagering area depicted on said table layout wherein said high wager is won if a first roll and a second roll of the multiple dice are each higher than a pre-established value and said low wager is won if the first roll and the second roll of the multiple dice are each lower than a pre-established value.

13. (original) The wagering game of claim 12 wherein the gaming table is a craps table.

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14. (original) The wagering game of claim 12 wherein a display records the sums of the dice rolls.

15. (original) The wagering game of claim 12 wherein the two six-sided dice are rolled and the pre-established value is seven.

16. (original) The wagering game of claim 12 wherein the table layout includes a number index for tracking the high and low wagers.

17. (currently amended) An electronic gaming machine comprising:

a machine processor;

a display in communication with said processor, said display for displaying processor driven simulated dice rolls; and

means for accepting a high or low player wager, said high and low wagers being dependent upon consecutive simulated rolls of dice wherein the high wager is won if the consecutive simulated dice rolls each exceed a pre-established value and said low wager being won if the consecutive simulated dice rolls each fall below the pre-established value.

18. (original) The gaming machine of claim 17 wherein the processor simulates the dice rolls and resolves accepted wagers.

19. (original) The gaming machine of claim 18 wherein the resolution of the high and low wagers comprises higher payouts when the consecutive winning high or low rolls are of the same sum.

20. (original) The gaming machine of claim 17 wherein the display displays a history of dice rolls.

21. (original) The gaming machine of claim 17 wherein the pre-established value is seven and the high and low wagers are resolved according to the processor causing the

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simulated roll of two six-sided dice on two consecutive occasions.

22. (original) The gaming machine of claim 17 wherein the means for accepting multiple group wagers is touchscreen technology associated with said display.